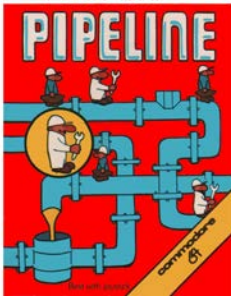


**SUPER  
PIPELINE**  
by  
**TASKSET**



**SUPER  
PIPELINE**

**commodore  
64**

© MCMLXXXIII Taskset Ltd. All Rights Reserved.  
Taskset Ltd. 13 High Street, Buntingford YO16 6PR.  
Unauthorized copying, hiring, lending, broadcasting or  
reuse is strictly prohibited.

**SUPER PIPELINE – INSTRUCTIONS**

**1. LOADING**

- Start with Commodore 64 switched off.
- Remove all peripherals except joystick, tape and screen. The tape player should be as far as practical from the T.V. monitor.
- Switch on – check tape is rewound.
- Hold down SHIFT and press RUN/STOP.
- Press PLAY on the tape player.
- Wait until FOUND SUPER PIPELINE APPEARS.
- Press the  $\alpha$  key. Pipeline will now load.  
The screen will be blank during loading (12 mins).

**2. SETTING UP**

Use joystick port 1 or keyboard

W	S	L
A	=	J
Z		M

Fire = Space Function = Pause

Use T.V. volume control. To change any options follow the screen instructions

**3. THE GAME**

You are the FOREMAN. Your job is to keep the pipeline open. Take workmen to fix plugs. Watch out for the evil Ladderman. His mission is to plug the pipeline and stop you saving thousands of gallons.

**4. HINTS**

Watch out for six legged Verrusian pipe spiders and hard case super Lobster. These workmen are expendable.